SNSP-FK-UKV

FIRST SAMURAI

INSTRUCTION BOOKLET

SUPER NINTENDO™
ENTERTAINMENT SYSTEM
PAL VERSION

KEMCO

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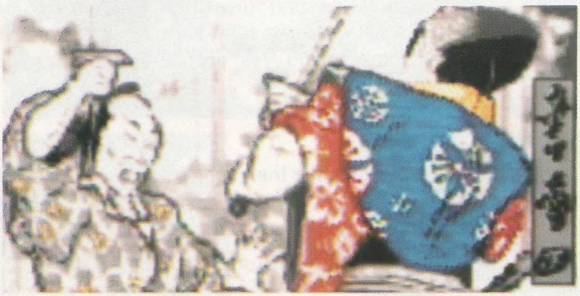
In ancient times, before the rise of the mighty warlords, the wicked Demon King ruled the mountain kingdom. For eons unknown, the strength of the Master Sensei and the sorcery of the Wizard Mage thwarted the Demon King's efforts to enslave mankind. But, while the Demon King lives eternal, the Master Sensei was but a mortal and only through the magic of the Wizard Mage had he survived so long. Alas, even the arcane power of the Wizard Mage could not keep the master alive forever. So, as his power began to wane, the master sought a prodigy. A man of courage and honour to maintain the responsibility of protecting mankind from the evil Demon King. After an exhausting search, the Master Sensei found the destined one, and his rigorous training began.

Meanwhile, in his mountain kingdom, the Demon King deciphers the strands of power and waits as the master's power fades, and the student's power grows. He foresees a moment when the strands of the master and the student are weak, and can both be snapped. As the two train in the ancient martial arts, the Demon King descends upon them in all his fury. The young student quickly falls victim to the demon's magic and can only watch in horror as his courageous master engages in ferocious battle with the hideous creature. Knowing his own weakened state, the master senses the tide of battle beginning to flow against him, and he summons the wizard mage with the last of his desperate strength. In panic for his life, the Demon King transports himself far into the future to escape, leaving behind the helpless student to mourn over the lifeless body of his honoured sensei.



With the Demon King escaped, and the Master Sensei dead, the mist of the Wizard Mage enfolds the young warrior. "Your training is yet incomplete, but it must be enough," breathed the Spirit, "The Demon King knows I cannot fight him alone as I have no strength of my own, and must draw power from someone like you. The balance of your education lies with me, but we have no time to train. You must set off after the Demon King now, while his strength is depleted, and I shall help you along the way."

"Point the way, Spirit," spoke the young warrior. "My master's death shall be avenged!"

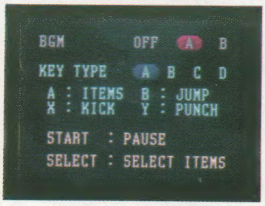
And so began the destined journey of the First Samurai!

GETTING STARTED

Insert your First Samurai game pak into your Super Nintendo Entertainment System , and switch on the power. The "Kemco Presents" screen will appear. Press start, and the First Samurai title screen will appear. Press start again to access the menu screen, and press start again to begin the game.

To see the opening Demo story, let the First Samurai title screen run for a few seconds. Do not press any buttons on the controller and the demo sequence will commence. To interrupt and exit this Demo sequence and begin play, press the start button.

MENU SCREEN



On the menu screen you will have the opportunity to choose the background music you will hear, and the controller layout. Use your control pad to move the pink cursor to your desired settings, and press start to begin the game.

BGM

OFF: All music is turned off and only sound effects will be heard.
A: Different music for each stage along with sound effects.
B: The same tune will be played for each stage, but it is a much longer song.

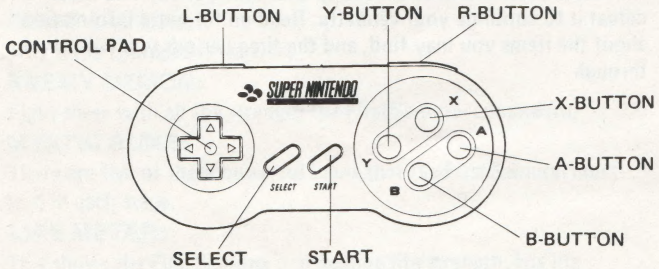
KEY TYPE

Use this option to pick one of the four controller setups that fits your playing style.The different setups will be shown just below your choice. Note: start and select cannot be changed.

CONTROLLER FUNCTIONS

NOTE: This is the default controller setup (setting A on the menu screen). See page 10 (menu screen) for details about changing your controller setup.

CONTROL PAD: Moves your Samurai left and right. Press down to crouch. Press down and kick for low sweep kicks. Press down and punch for low jab punches. Press up and swing sword to slash upwards. Press down and swing sword to slash downwards.



A BUTTON:	Use the selected item
B BUTTON:	Jump
X BUTTON:	Kick, swing sword
Y BUTTON:	Punch, swing sword
L BUTTON:	Select item to be used
R BUTTON:	Select item to be used
START:	Pause game
SELECT:	Select item to be used

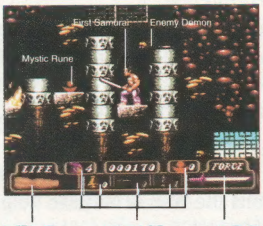
THE SAMURAI MAY CLIMB SOME WALLS:

Jump and press the control pad in the direction of the wall to grab onto it. Press up or down on the control pad to climb up or down on the wall. Press the B button to jump and spring off the wall. To climb walls quickly, press the B button to jump and then press the control pad in the direction of the wall to grab onto it. Some walls cannot be climbed.

DESTINY OF THE FIRST SAMURAI

Throughout the ages, the First Samurai must battle the minions of theDemon King. In each era, the demons henchmen have laid devious traps to impede the First Samurai's progress, hidden the powerful mystic runes, and commanded the armies of the underworld to make sure that the First Samurai is the last to oppose the will of theDemon King. Use the magic of the Wizard Mage's bells to unearth the five mystic runes in each level. When the Samurai has collected all five runes, take them to the demon's lair to summon the demon overlord in command of that time period. You must defeat it to continue your vendetta. Read on for more information about the items you may find, and the time periods you will travel through.

PLAY SCREEN



LIFE METER ITEMS FORCE METER

FIRST SAMURAI:

This is the courageous warrior.

ENEMY DEMON:

Fight these with all the strength the First Samurai commands.

MYSTIC RUNE:

There are five of these powerful icons that the First Samurai must find in each stage.

LIFE METER:

This shows the First Samurai's remaining life strength. His life depletes when he touches a demon, or falls to an attack. When this arm symbol bar is depleted (if he has no force left) the Samurai dies.

EXTRA LIVES:

The number of times the First Samurai can reincarnate before he is utterly defeated.

ITEMS:

These are the objects the First Samurai can use to help him in his quest. Select the item by pressing the R, L or Select buttons.

FORCE METER:

This shows the strength of the First Samurai's spirit. Increase this bar by defeating demons. When the bar indicates 70% or more power, the Samurai can use his sensei's great Katana. When the Samurai's life meter is depleted, all force will be converted to life. Therefore the First Samurai will never lose a life unless both his life and force are completely gone.

ITEMS

MYSTIC RUNES:

Collect five of these in each stage, then release them at the appropriate location to reveal the demon overlord who guards that era. When the First Samurai arrives at the demon's lair, the mystic runes will automatically summon the Demon King's Overlord to battle.

MAGIC BELLS:

A magic bell summons the Wizard Mage to help you with his potent sorcery. The Wizard Mage has the power to create bridges, destroy barricades, summon storms, and invoke other beneficial magic spells to help the First Samurai pass by otherwise insurmountable obstacles.

WARP LANTERNS:

Use the magic lanterns to warp instantly to the last force pot you activated.

FORCE POTS:

These are scattered throughout all the stages, and they act as save points. Have the First Samurai kneel and meditate behind one and force will flow into the pot, activating it. As the mystic force fills the pot, the pot turns blue. When the Samurai has filled a pot with force, he can warp to that pot at any time using a magic lantern, or if he should lose a life, his body will be reincarnated at the last activated pot.

TREASURE CHEST:

Slash open a chest to find gold and jewels beyond your wildest dreams.

FOOD BASKET:

The food inside will replenish the Samurai's waning life.

DEMON'S BANE:

Touch this symbol to unleash the spirit of the Wizard Mage against all nearby demons.

EXTRA WEAPONS

KNIFE

AXE

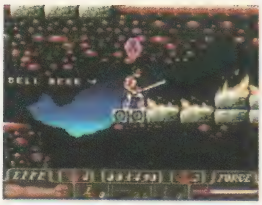
GRENADE

Use these weapons to strike viciously at enemies from a distance. By walking over and picking up the weapon icons he finds along the way, the Samurai can stockpile an arsenal of these weapons. A weapon becomes more powerful and increases in supply with every weapon icon you pick up. The Samurai can only hold one type of weapon at a time.

SHURIKEN:

When collected, the Shuriken circles the Samurai, and repeatedly attacks his enemies with deadly accuracy. The Samurai can only have two Shurikens with him at any time (so even if you collect a third, it will not have any effect). The Samurai loses his Shurikens if he loses a life.

STAGES



STAGE 1: MYSTIC BATTLEFIELD

EXPRESS TRAIN

In the First Samurai's ancient home-time, the Demon King left behind an army of minions to guard his mountain kingdom. Search for the mystic runes, and use the magic bells to call upon the Wizard Mage. To help dispel any obstacles that physical force cannot neutralize defeat the Dragon-Twins, Akai-ryu and Aoyi-ryu. To start your quest through time, upon the defeat of the Dragon-Twins, the Wizard Mage transports the First Samurai onto the Time Travel Express train. The Samurai stands awestruck at the wondrous train, and its magical ability to travel through time. Suddenly a warning from the Wizard Mage pierces the warrior's mind. "I've discovered that the Demon King built this device and one other to aid him in his time travels. Seize control of the time train from his creatures to help lock the Demon King in his future domain!"

STAGE 2: TOKYO 1999

TIME ELEVATOR

With the destruction of the time train, the First Samurai finds himself in the decaying hulk of a monstrous city. In the year 1999 the Demon King's hordes descended upon the metropolis, and without the Master Sensei to defend it, the city fell. Now lawless chaos reigns and the First Samurai must fight again to restore order and free mankind from the Demon King's evil grasp.

The second of the Demon King's devices that can span the eons must be destroyed for the First Samurai to trap the evil ruler in his current time period. When the Samurai's mystic blade and powerful kicks disable the central guidance computer, the final battle will be at hand.

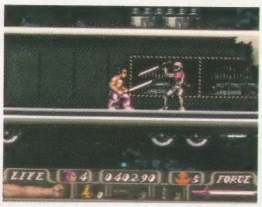
STAGE 3: DEMON PALACE

Only when the First Samurai's powers have exceeded those of his former master can he face the Demon King in this future stronghold. Vengeance is near.

GREATER DEMON OVERLORDS

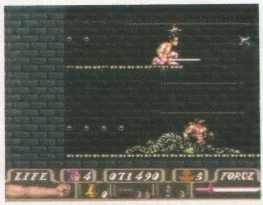
AKAI-RYU & AOYI-RYU "RED DRAGON" AND BLUE DRAGON"

The Demon King's Dragon-Twin pets voraciously defend the mountain kingdom in his absence.



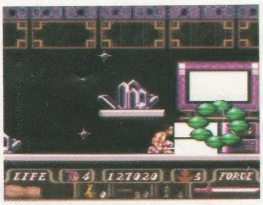
OBAKEH – "CORPSE"

Once the greatest living swordsman, this decaying zombie has lost little of his fighting skills. The Demon King's evil magic keeps Obakeh alive.



GYAKUSATSU – "SLAUGHTER"

Ooze drips from this disgusting, octopus-tentacled creature of the netherworld. Don't be fooled by his ungainly size and shape, as he is a quick and cunning fighter.



SUISEI – "QUICKSILVER"

Upon reaching the future the Demon King spawns a new hybrid creature. The analytical attack speed of a computer, combined with the evil will of a demon, creates a formidable foe for the First Samurai.

THE DEMON KING

With horror, the First Samurai remembers the Demon King's hideous visage. Now, he must face the evil king alone.

REMEMBER YOUR LESSONS !

- If there is an obstacle you cannot seem to get past, try using a magic bell to summon the Wizard Mage. Perhaps he will help you. Remember that you must be in the precise spot to call upon his spirit.

- Sometimes walls, floors and ceilings are weak. Try to break them with fist, foot, or steel to open a blocked passage or find a hidden item.

- Once you have collected all five mystic runes, look for the boss lair and call a Demon Overlord to battle.

- Keep your force meter high at all times by defeating many smaller demons.

- Never call to battle the Demon King or his Demon Overlords without the great Katana in hand.

Marubeni
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